

Gary Kim · Marie Cardinal

Abracada... What?

Rules



Z-MAN
games

Gary Kim . Marie Caribout

Abracada...What?

At the feet of the tower of a legendary archmage, greedy wizards have gathered. They channel their power, weaving mighty spells to oust their competitors and finally lay their hands on the magic tome that their ancestor left behind. But... what is this? The fireball fizzles! Instead of a freezing blizzard, there's only a gentle spring rain!

It seems the powerful magicians are blinded by their own greed. Or is it the mysterious power of the cursed tower that confuses them?

Be that as it may, they will have to gather their wits and think calmly to cast their spells safely and ascend to the top!

Contents

36 Spellstones / 30 Life Tokens / 5 Point Tokens / 1 Die / 1 Gameboard / 5 Reference Sheet / 1 Rules



Overview

Each player has a hand of 5 spellstones, but players can only see the spells the other players have, NOT their own. Players shout the name of the spell they want to cast, and if they have the corresponding spellstone, the effect will be triggered. If they don't have the corresponding stone, they will lose some life. It is possible to increase the accuracy of spellcasting by deducing the likelihood of having certain spells: the amount of stones of a given spell is known and players can always see other players' spellstones. Players continue to try casting spells until someone is knocked out or someone uses all of his spellstones. When the round ends, players may move up the tower according to their result and the first player to reach the top of the tower (8 points) wins the game (this will take more than 1 round).

Preparation

1. Place the gameboard in the center of the table.
2. Each player chooses a color and takes the **life tokens** and **point token** of the corresponding color and a **reference sheet**. Place unused reference sheets and tokens back in the box. They will not be used in this game.
3. Place the point tokens below the number 1 space on the gameboard. They will keep track of each player's score.
4. A player's remaining **life** is equal to the number of **life** tokens he or she has.



3-player game preparation

5. Shuffle the spellstones facedown and deal **5 spellstones** to each player. Arrange the stones in front of yourself, facing the center of the table. You should take care to never take a peek at the front side of your own stones.
6. Make a pile with the remaining stones in the center of the table facedown.
 - a) When playing with **3/2** players, remove **6/12** spellstones from the main pile and place them at the corresponding number area on the gameboard, openly.
7. **Take 4 of the remaining spellstones** and put them in the center of the table. Those are the **secret stones** of this round. No one can see the secret stones unless they use the secret spell Night Singer.
8. Place the die at the center of the table, next to the main pile of spellstones.
9. The oldest player starts the round (this player will move the point markers and clean up the game, so he gets to start the game as a compensation).

Turn Overview

On your turn, say out loud the spell that you want to cast. The other players should check your spellstones to see if you have a spellstone matching that spell.

- A) If you have no matching spellstone, you lose one life and your turn is over.
(**Exception:** If you try to cast spell 1, you roll the die to see how many life you lose.)
- B) If you have at least one matching spellstone, the **player to your right** takes one (of them) and places it next to the corresponding number on the gameboard. Then the effect of that spell is resolved (it might make other players lose life, heal yourself, or let you look at one of the secret stones).

Notes:

- Make sure to always have the right neighbor of the active player remove the spellstones. This is necessary to avoid confusion or giving hints to the active player.
- By placing the cast spells on the gameboard in the right order, it is possible to gain an overview on the spells that might be available to you. Remember: There is exactly 1 stone of spell 1, 2 stones of spell 2, etc. The lower numbered spells are more powerful, but it is also more risky to try to cast them!

Notes: • It is often possible to gain information by looking at what spells other players try to cast: if other players don't cast spells of a certain number, it is quite likely many of them are in your possession!

If you successfully cast a spell, you may end your turn or cast another spell: simply say another spell's name out loud and follow the same procedure as the first time. However, there is one restriction: you may only cast an additional spell whose number is **equal or higher** than the spell you cast right before.

Note: If you accidentally try to cast a spell that has a lower number than the spell you just cast, another player may call you out on your mistake. In that case, you lose one life and your turn ends.

Example

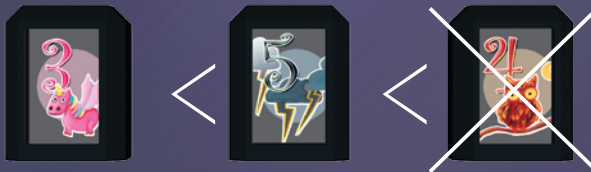
Gary, Marie, and Tony are playing. It's Gary's turn.

Gary says "3! Sweet Dream!" Tony says that Gary has a number 3 spellstone. Marie, who is sitting to the right of Gary takes a number 3 spellstone from Gary and puts it on the game board. Gary successfully cast spell 3. He rolls a die and the result is 3. Even though he rolled 3, he takes only 2 life tokens from the pool because he already had 4.



Gary decides to cast again. He shouts "5! Lightning Tempest!" Marie and Tony say that he has it. Tony and Marie, who are sitting to the left and right of Gary loses 1 life each. Marie puts Gary's number 5 spellstone on the gameboard.

Gary continues to cast. He shouts "4! Night Singer!" Marie and Tony know that he has it, but only inform Gary that since he tried to cast a spell number lower than his previous number, he loses 1 life. Gary's turn is now over and it will be Tony's turn.



Displaying your Life Tokens

According to spell's success or failure, you may gain or lose life. If you lose life, remove one of the life tokens in front of you and put it in a central pile in the middle of the table. If you gain life, simply take one of your life tokens from the central pile and put it in front of you. You must always display your life tokens openly so every player can see how many life tokens you have left.

Note: You may never have more than 6 life tokens at a time.

Finishing your Turn

When you fail to cast a spell, your turn ends immediately. You may also choose to end your turn each time you successfully cast a spell.

If you have no spellstones left in front of you, you immediately win the round.

Otherwise, refill your hand to **5 spellstones** from the center pile of **unused spellstones**. If there are no spellstones in the center pile, don't refill your hand (the secret stones and spellstones that were successfully used cannot be used again).

Now, the player on your left takes their turn.

End of a Round

When all of the spellstones in front of a player have been used or when a player's last life token is taken, the round ends. Move the point markers of each player according to the following rules:

When you use all the spellstones in front of you, you immediately win the round and score 3 points. All other players' life tokens are reduced to 0, and therefore gain no points for this round.

If the round ends because one player causes another player (or players) to lose their last life token, the player who made the last attack is the winner. He gains 3 points. All other surviving players gain 1 point.

If a player causes himself to lose his own last life token, he is the sole loser in that round, and all surviving players gain 1 point (there is no winner).

In short, the **winner** gains **3 points**, the **loser** gains **no points**, and the other **survivors** gain **1 point**.



Secret Stone Award: If a player has **survived** the round—whether or not she is the winner—with 1 or more life tokens, he also gains 1 point for each **secret stone** he collected during the round.

Prepare for the New Round

Collect all the spellstones (including any secret stones) and shuffle them. When playing with 2–3 players, remove the appropriate number of stones (see Preparation). Again, deal 5 stones to each player without looking at them and put new secret stones aside.

All players start the new round with 6 life tokens. Play continues normally, with the player whose turn it would have been after the last turn of the previous round.

End of the Game

If a player has 8 points at the end of the round, the game ends and that player wins.

If two or more players have 8 points, the player who scored the most points in the last round wins.

If there is still a tie, the tied player with more life tokens wins.

If they have the same number of life tokens, they share the victory.

Rule Variants

Easy version

When you choose to cast another spell during the same turn, you can cast any spell, regardless of which spell(s) you cast previously.

Last standing magician takes all

The round ends **only when** all of the spellstones in front of any player have been used or only one player survives. The winner scores 2 points, plus an additional point for each secret stone. The other players score no points.

Detailed Spell Overview



(1) Ancient Dragon

Roll the die: all other players lose life tokens according to the result.



Note: If you fail to summon the dragon, you roll the die to see how many life tokens you lose. It is very dangerous to summon a dragon!



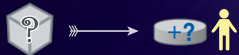
(2) Dark Wanderer

All other players lose 1 life. You gain 1 life (maximum of 6).



(3) Sweet Dream

Roll the die: you gain life according to the result (maximum of 6).



(4) Night Singer

You may look at one of the secret stones and place it in front of yourself. If you have any life tokens left at the end of the round, you gain one extra point for each secret stone acquired this way.

Note: You place the secret stone facedown in front of yourself, but you may look at it again any time you want. You may not cast the spell on the secret stone.





(5) Lightning Tempest

The players to your left and right lose 1 life each.



Note: When playing with only 2 players, the other player only loses 1 life in total.



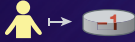
(6) Blizzard

The player to your left loses 1 life.



(7) Fireball

The player to your right loses 1 life.



(8) Magic Drink

You gain 1 life (maximum of 6).



Note: Many players try casting another spell to cause loss of life after recovering life with this spell, but this causes them to lose life instead. Remember that you can only cast spells of an equal or higher number than the spell you just cast. So, after you have cast this spell, the only spell you are allowed to cast is this one (it is number 8 – the highest number). If you wish to recover life before attacking, you will have to try casting spell number 2 or 3 (but this is much riskier).

Credits:

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